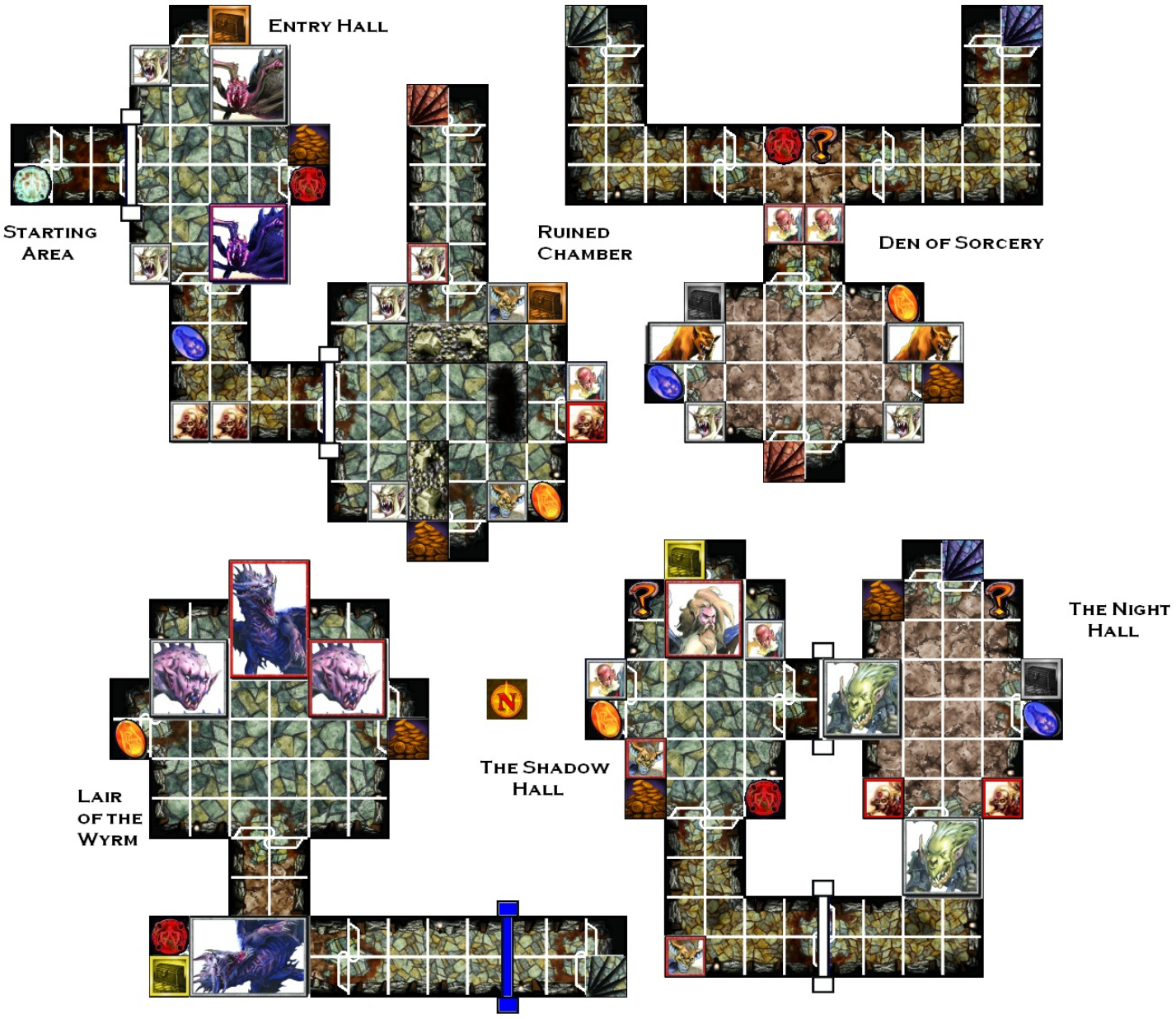
Chests:

Copper 1	2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2	1 Conquest Token, 1 Copper Treasure, 100 Coins
Copper 3	2 Curses, 2 Copper Treasures
Silver 1	3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 1 Silver Treasure, 200 Coins
Silver 3	1 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1	3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2	3 Curses, 2 Gold Treasures



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The Plague Wyrm

By Jason Newell

Scenario Background

When the outlying farms of the city you are visiting begin to sicken and die, the local lord approaches you. He says:
"I was afraid of this, but it seems an ancient enemy of the city has returned to exact his revenge. We are the victims of a curse, placed upon us by Rahaxennor, the Plague Wyrm. Many years ago, an ancestor of mine bound the Plague Wyrm in a deep crypt to prevent him from destroying the country. But Rahaxennor laid a curse upon him that when six generations had come and gone, plague would begin to spread anew, and Rahaxennor would have to be freed or the land would shrivel and die. We are in a dificult situation, for if we leave Rahaxennor in his prison, we will die of plague, but if we free him, he will surely destroy us out of revenge. I ask this of you; enter the crypt, free Rahaxennor from his imprisonment, and then slay him. The lives of all who dwell in this land are in your hands."
He gives you a map to the crypt, and you set out to end the foul life of Rahaxennor.

Mission Goals

You find your way to the crypt of Rahaxennor. malodorous reek eminates from the gaping entrance.Your goals are to descend into the crypt and kill Rahaxennor. If you re able to reactivate some of the ancient glyphs of transport, all the better. You begin with 5 conquest tokens, and if you lose all conquest tokens, then Rahaxennor will have triumphed over you.

Entry Hall

A fetid smell assaults your nostrils as you pass through a thin green haze into this chamber. It seems that the Wyrm, Rahaxennor, was not the only thing imprisoned in this crypt, as monsters attack from the shadows.

Ruined Chamber

Debris and gaping holes cover the floor of this room. A feeling of uneasiness begins to settle upon you as the haze thickens. As the denizens of this chamber appear, you notice that they are covered with pustules and leisions, from across the room, a robed man and his undead companion order the diseased beasts to attack.

Den of Sorcery

Arcane symbols adorn the walls and floor here, and pungent fires burn on the wall mounted braziers. Ahead is a T-junction, where there is a small alcove set into the wall. More robed men are present here.
"We are the plague priests of Rahaxennor. You will die under the divine maladies of our master!"

When a hero stands on the encounter marker

The alcove before you is empty, but an inscription below it reads:

"Rahaxennor's prison is not for all to see
To awaken the Wyrm, you will need a key.
Below is a puzzle to test those who dare
For those who seek the Wyrm's prison, descend the east stair"

When a hero enters this area after the Blue Rune Key has appeared.

A gutteral laugh greets your ears, followed by yet another ominous rhyme;

"The master's key, the master's key,
But first you must get it from me!"

Place a Master Demon in this area touching the Blue Rune Key.

The Night Hall

As your lanterns begin to pierce the thick darkness in this room, you see hulking shapes moving towards you. As they do, they sing a short rhyme in a childlike, sing-song manner:

"Puss will run, and fevers burn
Sickness comes with our lord's return.
Skin will blotch and guts distend,
Death will be your only friend."

They continue reciting this disturbing ditty over and over, even as they move to attack.

If a hero is standing on the encounter marker, but no one is on the marker in the Shadow Hall

A voice echoes in you head:
"Stand with your friends or stand not at all"
Nothing else seems to be happening.

If a hero is standing on the marker both here and in the Shadow Hall
Place the Blue Rune Key on the Encounter Marker in the Den of Sorcery, then read the following

A voice speaks in your head

"Together you have found the way.
The Key may be found above"

The Shadow Hall

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This hall is dimly lit, and you are unable to discern exactly where the light is coming from. Shadows of all shapes and sizes flit across the walls, until they begin to coalesce into solid, and eminently more threatening forms.

The master manticore in this room has the Undying special ability, as he is the most powerful of the shadow creatures.

If a hero is standing on the encounter marker, but no one is on the marker in the Night Hall

A voice echoes in you head:
"Stand with your friends or stand not at all"
Nothing else seems to be happening.

If a hero is standing on the marker both here and in the Night Hall

Place the Blue Rune Key on the Encounter Marker in the Den of Sorcery, then read the following

A voice speaks in your head

"Together you have found the way.
The Key may be found above"

Lair of the Wyrm

A bellowing roar greets your ears as you unseal the crypt door.

"Free, after all these years! I will strike down this land! It will succumb to disease and fever! Pox and plague will be rife throughout, and every living thing will die in beautiful, cankerous agony!"

A Dragon, swolen and warped by disease, stands at the entrance to the foul, plagueridden chamber. It speaks:

"I am Malgoth, Herald of Rahaxennor. My master thanks you for releasing him. Stand aside and let him pass, so that he may bless the world with his maladies, and you may live forever at his side."

Malgoth's draconic smile begins to fade as he realises your true purpose in being here.

"Very well, if that is your wish, we will end your pitiful existences!"

The plagued minions of Rahaxennor move to attack.

Rahaxennor is a Master Dragon with an armour value of 9, 10 additional wounds, he does not have the Burn ability, but instead has the Poison and Aura abilities.

Malgoth is a normal Dragon with no Burn ability, and the Poison and Aura abilities.

The normal Naga counts as a Master Naga

If the Heroes defeat Rahaxennor:

As the final blow is struck, Rahaxennor looks at you with genuine suprise. He makes as if to speak, but as he opens his mouth, only pestilential blood and bile vomit forth. His massive bloated form falls to the floor and begins to melt, leaving reeking pools of putrescence in its wake. As you leave the crypt, the structure cracks then collapses, sending a cloud of foulness into the air. However, a cold wind blows through, and the ickly cloud dissipates into nothingness. A feeling of relief falls over your party as you return to claim your reward.

The heroes receive 4 Conquest Tokens for defeating Rahaxennor, and have finished their quest

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